

Docket No. AT9-99-319

CLAIMS:

What is claimed is:

- 5 1. A method for a distributed audio server, the method comprising the computer-implemented steps of:
generating audio data and graphic data in a platform-independent application;
sending the graphic data to a display server on a
10 client machine specified by a display environment variable; and
sending the audio data to a platform-independent audio server on the client machine specified by an audio environment variable or by an audio command line
15 parameter.
2. The method of claim 1 wherein the platform-independent application and the platform-independent audio server are implemented in the
20 Java programming language.
3. The method of claim 1 wherein the display server is an X Windows display server.
- 25 4. A method for a distributed audio server, the method comprising the computer-implemented steps of:
generating audio data in a platform-independent application;
in response to receiving the audio data at an audio
30 driver, determining whether an audio environment variable or an audio command line parameter is defined; and
if an audio environment variable or an audio command line parameter is defined, sending the audio data to a

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platform-independent audio server on a client machine specified by the audio environment variable or by the audio command line parameter.

5 5. The method of claim 4 further comprising:
generating graphic data in the platform-independent application; and
sending the graphic data to a display server on the client machine specified by a display environment
10 variable.

6. The method of claim 4 wherein the platform-independent application and the platform-independent audio server are implemented in the
15 Java programming language.

7. The method of claim 4 wherein the display server is an X Windows display server.

20 8. The method of claim 7 wherein the graphic data and the audio data are synchronized.

9. A data processing system for a distributed audio server, the data processing system comprising:
25 first generating means for generating audio data in a platform-independent application;
determining means for determining, in response to receiving the audio data at an audio driver, whether an audio environment variable or an audio command line
30 parameter is defined; and
first sending means for sending, in response to a determination that an audio environment variable or an

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